APPENDICES

I. Sample UNIT Content of B.E., (CSE) subjects of Anna University

II. Sample UNIT Content of M.Sc., (IT) subjects of University of Madras

II. Feedback questionnaire

III. Benchmark Questionnaire

IV. Sample set of Anna University Examination Question Papers

V. List of 'Creativity' Action Verbs

VI. List of Text and Reference books for Content Analyses

VII. Publications by the Researcher
APPENDIX I

SAMPLE UNIT CONTENT OF B.E., (CSE) SUBJECTS OF ANNA UNIVERSITY

CS1151 DATA STRUCTURES

AIM

- To provide an in-depth knowledge in problem solving techniques and data structures

OBJECTIVES

- To learn the systematic way of solving problems
- To understand the different methods of organizing large amounts of data
- To learn to program in C
- To efficiently implement the different data structures
- To efficiently implement solutions for specific problems

1. PROBLEM SOLVING


2. LISTS, STACKS AND QUEUES

   Abstract Data Type (ADT) – The List ADT – The stack ADT – The Queue ADT

3. TREES

4. SORTING


5. GRAPHS


CS 1201 DESIGN AND ANALYSIS OF ALGORITHMS

AIM

To create analytical skills, to enable the students to design algorithms for various applications, and to analyze the algorithms.

OBJECTIVES

• To introduce basic concepts of algorithms
• To introduce mathematical aspects and analysis of algorithms
• To introduce sorting and searching algorithms
• To introduce various algorithmic techniques
• To introduce algorithm design methods

UNIT I: BASIC CONCEPTS OF ALGORITHMS


UNIT II: MATHEMATICAL ASPECTS AND ANALYSIS OF ALGORITHMS

UNIT III: ANALYSIS OF SORTING AND SEARCHING ALGORITHMS


UNIT IV: ALGORITHMIC TECHNIQUES


UNIT V: ALGORITHM DESIGN METHODS


CS1301 DATABASE MANAGEMENT SYSTEMS

AIM

To introduce the concepts, terminologies and technologies used in modern days data communication and computer networking.

OBJECTIVES

- To understand the concepts of data communication
- To study the functions of different layers.
- To introduce IEEE standards employed in computer networking.
- To make the students to get familiarized with different protocols and network components.
UNIT I  INTRODUCTION AND CONCEPTUAL MODELING


UNIT II  RELATIONAL MODEL

SQL – Data definition – Queries in SQL – Updates – Views – Integrity and Security – Relational Database design – Functional dependences and Normalization for Relational Databases (Up to BCNF)

UNIT III  DATA STORAGE AND QUERY PROCESSING


UNIT IV  TRANSACTION MANAGEMENT


UNIT V  CURRENT TRENDS

AIM

To study about the various modulation techniques like amplitude and angle modulation, that is used for data transmission and reception of analog signals and also to understand about the modulation techniques used for digital transmission along with spread spectrum and multiple access techniques.

OBJECTIVES

- To study about the amplitude modulation techniques
- To study about the angle modulation techniques
- To Understand about the modulation techniques used for digital data transmission.
- To have the knowledge about the digital communication.

UNIT I AMPLITUDE MODULATION: TRANSMISSION AND RECEIPTION

Principles of amplitude modulation – AM envelope, frequency spectrum and bandwidth, modulation index and percent modulation, AM power distribution, AM modulator, medium power AM modulator, AM transmitters – Low Level transmitters, high level transmitters, receiver parameters, AM reception-AM receivers-TRF, super heterodyne receiver. Double conversion AM receivers.

UNIT II ANGLE MODULATION: TRANSMISSION AND RECEIPTION

UNIT III  DIGITAL TRANSMISSION AND DATA COMMUNICATION

Introduction, pulse modulation. PCM-PCM sampling, Sampling rate, signal to quantization noise rate, companding-analog and digital-percentage error, delta modulation, adaptive delta modulation, differential pulse code modulation, pulse transmission-ISI, eye pattern, Data communication history, standards, Data communication circuits, data communication circuits, data communication codes, Error control, Hardware, Serial and parallel interfaces, data modems-Asynchronous modem, synchronous modem, low-speed modem, medium and high speed modem, modem control.

UNIT IV  DIGITAL COMMUNICATION

Introduction, Shannon limit for information capacity, digital amplitude modulation, frequency shift keying, FSK bit rate and baud, FSK transmitter, BW consideration of FSK, FSK receiver, Phase shift keying-binary phase shift keying-QPSK, quadrature Amplitude modulation, bandwidth efficiency, carrier recovery-squaring loop, costas loop, DPSK.

UNIT V  SPREAD SPECTRUM AND MULTIPLE ACCESS TECHNIQUES

Introduction, Pseudo-noise sequences, DS spread spectrum with coherent binary PSK, processing gain, FH spread spectrum, multiple access techniques-wireless communication, TDMA and FDMA, wireless communication systems, source coding of speech for wireless communications
APPENDIX II

SAMPLE SUBJECTS FROM THE SYLLABUS OF M.SC (I.T) OF UNIVERSITY OF MADRAS

MIT 104 PROGRAMMING IN JAVA

UNIT I


UNIT II


UNIT III


UNIT IV


UNIT V

BOOKS FOR STUDY AND REFERENCE


MIT 105 - PRACTICAL I: DATA STRUCTURES LAB USING C++

For the implementation of the following problems, the students are advised to use all possible object oriented features. The implementation based on structures concepts will not be accepted.

1. Implementation of Arrays (Single and Multi-Dimensional)
2. Polynomial Object and necessary overloaded operators.
5. Doubly Linked Lists.
7. Implementation of Stack (using Arrays and Pointers)
8. Implementation of Queue (using Arrays and Pointers)
9. Implementation of Circular Queue (using Arrays and Pointers)
11. Binary Tree Implementations and Traversals.
13. Inorder Threaded Binary Trees.
14. Quick Sort and Heap Sort.
15. AVL Tree – Insertion.
MIT 106  PRACTICAL II – JAVA LAB

APPLICATIONS

1. Determining the order of numbers generated randomly using Random Class.

2. Implementation of Point Class for Image manipulation.

3. Usage of Calendar Class and manipulation.

4. String Manipulation using Char Array.

5. Database Creation for storing e-mail addresses and manipulation.

6. Usage of Vector Classes.

7. Implementing Thread based applications & Exception Handling.

8. Application using synchronization such as Thread based, Class based and synchronized statements.

APPLETS

9. Working with Frames and various controls.

10. Working with Dialogs and Menus.

11. Working with panel and Layout.


13. Working with Colours and Fonts.

APPLICATION FOR EVENTS HANDLING


15. HTML to Servelet Applications

16. Servelet to Applet Communication
MIT 109         VISUAL PROGRAMMING

UNIT I


UNIT II


UNIT III


UNIT IV


UNIT V


BOOKS FOR STUDY AND REFERENCE


MIT 110

WEB TECHNOLOGY

UNIT I


UNIT II


UNIT III


UNIT IV


UNIT V

Request and Response Objects Cookies, Working with Data-OLEDB Connection class, command class, transaction class, data adaptor class, data set class, Advanced issues-Email, Application issues, Working with IIS and page Directives, Error banding.

BOOKS FOR STUDY AND REFERENCE


MIT112 VISUAL PROGRAMMING LAB

1. Building Simple Applications.
2. Working with Intrinsic Controls and ActiveX Controls.
3. Application with multiple forms.
4. Application with Dialogs.
5. Application with menus.
6. Application using Data Controls.
7. Application using common dialogs.
8. Drag and Drop Events.
9. Database Management.
10. Creating Active-X controls.

MIT113 WEB APPLICATION LAB

1. Create a simple page introducing yourself, how old you are, what you do, what you like and dislike. Modify the introduction to include a bullet list of what you do and put list the 5 things you like most and dislike as numbered lists. Create another page about your favourite hobby, and link it to (and from) your main page. Center something, and put a quote on one of your pages.
2. Put an existing image on a web page. Create a table, use a heading and at least one use of rowspan/colspan. Colour a page and some text within the page. Link to another site.
3. Create a new file called index.html.
   *
   * Put the normal HTML document structure tags in the file.
   *
   * Give it a title.
   *
   * At the bottom of the page (i.e. the last thing between the body tags) put the following:
   *
   * A horizontal rule.
   *
   * A link to your email address (with your name between the tag); remember to put the link to your email address within address tags.
   *
   * A line break.
   *
   * The date. (I have this same structure at the bottom of this page).
   *
   * Above this block (which is called the footer), put a title in heading tags.
   *
   * Add some text describing yourself. (you can split this into multiple headings and paragraphs if you wish.

4. Write a script to create an array of 10 elements and display its contents.

5. Write a function in Javascript that takes a string and looks at it character by character.

6. Create a simple calculator using for fields. Have two fields for number entry & one field for the result. Allow the user to be able to use plus, minus, multiply & divide.

7. Create a document and add a link to it. When the user moves the mouse over the link, it should load the linked document on its own. (User is not required to click on the link).

8. Create a document, which opens a new window without a toolbar, address bar, or a status bar that unloads itself after one minute.

9. Create a document that accepts the user’s name in a text field form and displays the same the next time when the user visits the site informing him that he has accessed the site for the second time, and so on.

10. Create a Web form for an online library. This form must be able to accept the Membership Id of the person borrowing a book, the name and ID of the book, and the name of the book’s author. On submitting the form, the user ( the
person borrowing the book) must be thanked and informed of the date when
the book is to be returned. You can enhance the look of the page by using
various ASP.NET controls.

11. Display an advertisement at the bottom of the Web form that you created in
question 10.

12. Use a calendar control in the page to determine the current date (when the
book is borrowed) and calculate the due date, which must be three weeks
from the current date. Display the due date to the user.

13. Create an array containing the titles of five new movies. Use this array as a
data source for a drop down list control. The page must be capable of
displaying the selected movie title to the user when the user clicks on the
submit button.

14. Create a virtual directory in IIS. Create a global.asax file and include the
"Session_Start" and "Session_End" and, "Application_BeginRequest" and
"Application_EndRequest" events. Write a simple ASP.NET page and
execute it in the browser. What is the output that you get?

15. Create an ASP.NET application. The application must consist of a form that
accepts the user's credentials and validate the same. The user is then
allowed to purchase items from the site by filling in a form. The user is finally
informed when the purchased goods will be delivered to him/her.

   a) Create a single default error page for any errors occurring in the
      application.

   b) Use ASP.NET debugger to debug the application during its
development

   c) Enable tracing for the application. Display the user entered data in the
      purchase form as trace information at the bottom of the purchase
      page.

   d) Switch off tracing for the application.
APPENDIX III
FEEDBACK QUESTIONNAIRE

NATIONAL INSTITUTE OF TECHNICAL TEACHERS TRAINING & RESEARCH
(GOV'T. OF.INDIA),TARAMANI P.O., CHENNAI 600 113.

(Please take your own time & give your feedback. Your feedback will be used purely for research purpose only)

ACTION VERBS USED IN THE COMPETENCY LEVEL OF “CREATIVE ABILITY”.

To Students:

Institution Name and Address where you are studying:

NOTE:

Please indicate the order of usage of the following verbs with respect to any of the following usages (indicated below) as near the meaning as possible. The verbs may be used in your day-to-day activities such as:

(i) Class room instruction by your teacher/Instructor and /or
(ii) Used in your instruction materials and/or
(iii) Printed in your test/exam question papers etc.,
ACTION VERBS

ARRANGE, APPRECIATE, ASSOCIATE, ASSEMBLE, CREATE, CONSTRUCT,
CONCEPTUALISE, CARRYOUT, DEVELOP, DESIGN, DIFFERENTIATE,
DISTINGUISH, DRAW, DEMONSTRATE, ELABORATE, EXTRAPOLATE,
EVALUATE, FORMULATE, FIND SIMILARITIES, GIVE INSTANCES,
ILLUSTRATE, INVENT, INTERPOLATE, INITIATE, INTERPRET, ORGANISE,
PLAN, PREPARE, PRODUCE, PROPOSE, REORDER, REDEFINE,
REARRANGE, REPLACE, RECALL, REPEAT, SYNTHESIS, START, USE
ALTERNATIVELY

SOME EXAMPLES IN USAGE (for indication only) OF SOME OF THE VERBS ARE
GIVEN BELOW:

<table>
<thead>
<tr>
<th>VERBS</th>
<th>EXAMPLES</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARRANGE</td>
<td>Arrange the numbers using Quick Sort</td>
</tr>
<tr>
<td>APPRECIATE</td>
<td>To encourage / appreciate the use of Goggle search engine.</td>
</tr>
<tr>
<td>CREATE</td>
<td>Create/design an Entity Relationship (ER) block</td>
</tr>
<tr>
<td></td>
<td>Diagram for a Database Management Program.</td>
</tr>
<tr>
<td>CONSTRUCT</td>
<td>Construct a model for a Payroll package.</td>
</tr>
<tr>
<td>DEVELOP</td>
<td>Develop a COBOL program for a banking application</td>
</tr>
<tr>
<td>DIFFERENTIATE</td>
<td>Differentiate/distinguish DBMS with MIS.</td>
</tr>
<tr>
<td>DRAW</td>
<td>Design &amp; draw a flow chart for a particular program.</td>
</tr>
<tr>
<td>ELABORATE</td>
<td>Elaborate on the difference between MIS and DBMS.</td>
</tr>
<tr>
<td>EVALUATE</td>
<td>Evaluate on the superiority of ORACLE 8i from ORACLE 7.0</td>
</tr>
<tr>
<td>INITIATE</td>
<td>Initiate a new user in UNIX environment.</td>
</tr>
<tr>
<td>ILLUSTRATE</td>
<td>Illustrate with an example on 'Queuing theory'.</td>
</tr>
<tr>
<td>PREPARE</td>
<td>Prepare a Mail-Merge document in MS-WORD.</td>
</tr>
<tr>
<td>REPEAT</td>
<td>Repeat same procedure with different parameters.</td>
</tr>
</tbody>
</table>
QUESTIONNAIRE

LEGENDS FOR USAGE

H- Frequently Used.
M- Moderately Used.
F- Fairly Used.
R- Rarely Used.

Write down only the verbs, which are used, and put a tick under any of the 'H' or 'M' or 'F' or 'R'. Do not indicate anything for verbs, which were not at all used.

I) Verbs used in your day-to-day class room instructions by your teacher.

<table>
<thead>
<tr>
<th>VERBS</th>
<th>USAGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td></td>
</tr>
<tr>
<td>2.</td>
<td></td>
</tr>
<tr>
<td>3.</td>
<td></td>
</tr>
<tr>
<td>4.</td>
<td></td>
</tr>
<tr>
<td>5.</td>
<td></td>
</tr>
</tbody>
</table>

II) Verbs used in your course content/ reference materials/ instruction materials.

<table>
<thead>
<tr>
<th>VERBS</th>
<th>USAGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td></td>
</tr>
<tr>
<td>2.</td>
<td></td>
</tr>
<tr>
<td>3.</td>
<td></td>
</tr>
<tr>
<td>4.</td>
<td></td>
</tr>
<tr>
<td>5.</td>
<td></td>
</tr>
</tbody>
</table>
III) Verbs used by your project leader/guide/lab instructor.

<table>
<thead>
<tr>
<th>VERBS</th>
<th>USAGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td></td>
</tr>
<tr>
<td>2.</td>
<td></td>
</tr>
<tr>
<td>3.</td>
<td></td>
</tr>
<tr>
<td>4.</td>
<td></td>
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<tr>
<td>5.</td>
<td></td>
</tr>
</tbody>
</table>

IV) Verbs used in your class question paper/examination question paper/viva voce/interview

<table>
<thead>
<tr>
<th>VERBS</th>
<th>USAGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td></td>
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<tr>
<td>2.</td>
<td></td>
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<td>3.</td>
<td></td>
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<tr>
<td>4.</td>
<td></td>
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<tr>
<td>5.</td>
<td></td>
</tr>
</tbody>
</table>
APPENDIX IV
BENCHMARK QUESTIONNAIRE
National Institute of Technical Teachers Training and Research (NITTTR)
Chennai - 600 113.

QUESTIONNAIRE FOR EMINENT / DISTINGUISHED PERSONS IN
TECHNICAL EDUCATION

Please indicate your opinion on the percentage of computer and allied related competencies expected from the following courses

<table>
<thead>
<tr>
<th>COMPETENCIES</th>
<th>C.S.E/I.T</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Dip.</td>
</tr>
<tr>
<td>KNOWLEDGE</td>
<td></td>
</tr>
<tr>
<td>Remembering previously recalled material.</td>
<td></td>
</tr>
<tr>
<td>COMPREHENSION</td>
<td></td>
</tr>
<tr>
<td>Ability to grasp the meaning of material.</td>
<td></td>
</tr>
<tr>
<td>APPLICATION</td>
<td></td>
</tr>
<tr>
<td>Ability to use learned material by applying it to new situation.</td>
<td></td>
</tr>
<tr>
<td>ANALYSIS</td>
<td></td>
</tr>
<tr>
<td>Ability to break down material into parts.</td>
<td></td>
</tr>
<tr>
<td>SYNTHESIS</td>
<td></td>
</tr>
<tr>
<td>Ability to put parts together to form a whole.</td>
<td></td>
</tr>
<tr>
<td>EVALUATION</td>
<td></td>
</tr>
<tr>
<td>Ability to judge value of material.</td>
<td></td>
</tr>
<tr>
<td>TOTAL</td>
<td>100%</td>
</tr>
</tbody>
</table>

CREATIVITY
Ability to guess and elaborate concepts originally. *

* H – Highly Creative, M – Moderately Creative, F – Fairly Creative, N – Need not be Creative

Name and Address: ________________________ Date of Interview: ________________________
APPENDIX V

Sample University QUESTIONS of Anna University from the Syllabus of B.E., (CSE) Of Anna University

CS 234 DATABASE MANAGEMENT SYSTEM

PART - A

1. Define-Database?
2. What are the components of database systems?
3. Explain relational algebra.
4. Define-Relation and Domain.
5. Explain the concept of multivalued dependency.
6. What is called as referential integrity
7. What is called query processing
8. Define-Query optimization
9. Define –Distributed-DBMS
10. Explain replication.

PART - B

11. (i) Write short notes on the architecture of DBMS
     (ii) Explain in brief about data dictionary and its advantages.

12. a. Explain in brief the following relational algebraic operations.
     (i) SELECT
     (ii) PROJECT
     (iii) UNION
     (iv) SET (v) DIFFERENCE

     (or)

b (i) Discuss in detail about set operations of SQL
    (ii) Explain in brief the aggregate functions in SQL
13. a. (i) What is called as Triggers? Explain in brief about triggers in SQL.
   (ii) Describe in detail the functional dependencies.

   (or)

b. Describe in brief about domain constraints referential integrity.

14. a. Discuss in brief about the join operation. Explain each join operation with examples.

   (or)

b. (i) Explain the following operations.
   (ii) Set Operation (ii) Outer Join (iii) Aggregation

15. a. (i) Write short notes on data mining
   (ii) Explain in detail the deadlock handling techniques.

   (or)

b. Describe in brief about the object-oriented data model.

CS 232  DIGITAL SYSTEMS

PART - A

1. Define –Binary codes.
2. How should the decimal number (829) 10 is exactly represented
3. Explain ASCII
4. Draw the symbol of a NOT gate
5. What are the basic operations and gates of NOR and NAND gates
6. Draw the symbol of a NAND gate
7. What is called a trigger
8. Explain hold time
9. What is called as data Path
10. Define-Flow table
PART - B

11. (i) Explain in detail all the number conversions from decimals to another types with examples

(ii) Explain the following with examples
1. BCD code & addition
2. Gray code & ASCII character code

12. a (i.) Using NOT, OR and AND gates
Implement x = ABC + ABC + ABCD

(ii) Explain in detail the various networks and give its advantages

(or)

b. (i) What is called ROM? Explain it with block diagram and its circuit implementation

(ii) Discuss in detail the combinational circuits.

13.a. (i) Write short notes on the following
1. Clocked S-R flip-flop
2. Clocked J-K flip-flop

(or)

b. (i) What is called the state reduction? Explain the reduction of state diagram and truth table.

(ii) Write a note on registers

14. a. Write a short notes on ASM (Algorithmic state machine) with the state diagram and translation between states.

(or)

b. Discuss in detail about the design of a synchronous sequential networks.

15. a. (i) Write short note on Moore’s Law

(ii) Discuss in detail the binary ripple counter and BCD counter.

(or)

b. Discuss in brief the HDL description of the design example with the logic diagram of control and algorithmic description.
CS 231 INTRODUCTION TO ANALYSIS OF ALGORITHMS

PART - A

1. Define-Heap
2. What is meant by partial order tree property
3. Give a decision tree for the sequential search algorithm
4. Define-External rode
5. What is called the pivot element
6. Give the strategy of merge sort
7. What is Called tournament method
8. Define connected components
9. What is meant by approximate solution
10. What is called as rounding?

PART - B

11. (i) Describe in brief about the various graph representations.
      (ii) Give the overview of breadth first and depth first searching techniques with algorithms.

12. a. Discuss in detail the “Big- O” notation with an algorithm.
    (or)
    b. Explain in brief the searching technique using worst case with the algorithm.

13. a. (i) Describe in brief the quick sort with its algorithm’
      (ii) Explain the worst-case of quick sort and improvements that can be done in quick sort.
    (or)
    b. (i) What is called merge sort and heap sort ? Explain it with its algorithm
         (ii) Explain the merge sort and heap sort with the following example:
             Ex: 15,8,19,20,25,3,6 also give its worst case analysis of both algorithms.

14. a (i) Explain in detail the bi-connected component and also give its advantages.
(ii) Write short notes on cut vertices.
   (or)

b. (i) Compute a minimum spanning tree for the graph using an algorithm
      (ii) Compare between PRIM'S and kruskal's. Algorithms

15. a. Discuss in brief any two-approximation algorithms.
      (or)
      b. Explain in detail the dynamic algorithm for knapsack problem.

CS 233  
SYSTEM SOFTWARE

PART - A

1. What is meant by system software?
2. What is called indirect addressing
3. Give the basic features of assembly-Language program
4. Write the format of the assembly language statement
5. Define-Program relocation
6. How is the address of the program entity referred
7. Define a ‘Macro’
8. What is called structured editors
9. Explain-Pre-headers.
10. What is called macro expansion

PART - B

11. a. Explain in detail the machine structure with a neat diagram
     b. Write short notes on types of addressing modes.
12. a (i) Discuss in detail the elements of assembly language programming
     (ii) Describe in brief the assembly language statement.
         (or)
     b.(i) Discuss in detail the design of an assembler with a neat sketch
          (ii) What are the advantages of assembly language
13. a. (i) Write short notes on program relocation
    (ii) Write short notes on linking concepts.
    (or)

b. Explain the following in brief
   1. Bootstrap Loader  2. Relocation

14. a. Discuss in detail about general purpose macro processors with examples
    (or)

b. Discuss in brief the design of a macro – assembler

15. a. Discuss in detail the different phases of a compiler
    (or)

b. Discuss the following
   a. Preprocessors
   b. Assemblers
   c. Common sub expression elimination.
APPENDIX VI

LIST OF ‘CREATIVE’ ACTION VERBS

APPRECIATE
ARRANGE
ASSEMBLE
ASSOCIATE

CARRYOUT
CONCEPTUALISE
CONSTRUCT
CREATE

DEMONSTRATE
DESIGN
DEVELOP
DIFFERENTIATE
DISTINGUISH

ELABORATE
EVALUATE
EXTRAPOLATE

FIND SIMILARITIES
FORMULATE

GIVE INSTANCES
GUESS OUTPUT

ILLUSTRATE
INITIATE,
INTERPOLATE
INTERPRET
INVENT
ORGANISE
PLAN
PREPARE
PRODUCE
PROPOSE

REARRANGE
RECALL
REDEFINE
REORDER
REPEAT
REPLACE

START
SYNTHESIS

USE ALTERNATIVELY

REFERENCE:

- INTELLIGENCE, CREATIVITY AND CONGNITIVE STYLE. BY GEORGE SHOUTSMITH
- WRITING OBJECTIVES
APPENDIX VII

LIST OF TEXT AND REFERENCE BOOKS FOR CONTENT ANALYSES
ANALOG, DIGITAL AND DATA COMMUNICATION

Text Books


Reference Book


DIGITAL SIGNAL PROCESSING

Text Book


MICROPROCESSORS

Text Books


Reference Books


OPERATING SYSTEMS

Text Book


Reference Books


THEORY OF COMPUTATION

Text Book


Reference Books

2. J.C.Mortin, 'Introduction to Languages and Theory or Computation', McGraw Hill, 2002
COMPUTER ARCHITECTURE II

Text Book


Reference Books


COMPUTER NETWORKS

Text Book


Reference Books


ENGINEERING ECONOMICS

AND FINANCIAL ACCOUNTING

Text Books

Reference Books

2. G.S.Gupta, 'Managerial Economics', Tata McGraw Hill Ltd.

PRINCIPLES OF COMPILER DESIGN

Text Book


Reference Books


SOFTWARE ENGINEERING

Text Book


Reference Books


PRINCIPLES OF ENVIRONMENTAL SCIENCE AND ENGINEERING

Text Books

Reference Books


OBJECT ORIENTED SYSTEM ANALYSIS AND DESIGN

Text Book


Reference Books


PRINCIPLES OF MANAGEMENT

Text Book


Reference Books

NETWORK PROTOCOLS, MANAGEMENT & SECURITY

Text Books


Reference Books


WEB TECHNOLOGY

Text Book


Reference Books


PROFESSIONAL ETHICS

Text Book

Reference Books


ADVANCED OPERATING SYSTEMS

Text Books


Reference Books


DESIGN OF ALGORITHMS

Text Book

Reference Books


PARALLEL COMPUTING

Text Book


Reference Books


ALGORITHMS FOR VLSI DESIGN & AUTOMATION

Text Book


Reference Books

NEURAL COMPUTING

Text Book


Reference Books


REAL-TIME SYSTEMS

Text Book


Reference Book


DIGITAL SPEECH AND IMAGE PROCESSING

Text Book


Reference Books

PATTERN RECOGNITION

Text Books


Reference Books


PARALLEL ALGORITHMS

Text Book


Reference Books

ATM NETWORKS

Text Book


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1. Narsing Deo, ‘Graph theory with applications to Engineering and Computer Science’, PHI, Delhi, 1995.

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COMPONENTWARE ARCHITECTURES

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Reference Books

3. D.Box, 'Essential COM', Addison Wesley, 1999
Reference Books

7. C.J. Date, ‘DB2’
8. Yukihisa Kageyama, ‘CICS Handbook’

ADVANCED OPERATING SYSTEMS

Text Books


Reference Books

1. Andrew S. Tanenbaum, ‘Modern Operating Systems’, Prentice Hall, NJ (Section 9-13 only)
NUMERICAL METHODS

Text Books


Reference Books


C# AND .NET FRAMEWORK

Text Books


Reference Book

## APPENDIX VIII

### PUBLICATIONS BY THE RESEARCHER

#### Papers presented in National Conferences

<table>
<thead>
<tr>
<th>Sl. No.</th>
<th>Title of the paper</th>
<th>Title of the Conference</th>
<th>Organizer</th>
<th>Month &amp; Year</th>
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<tbody>
<tr>
<td>1.</td>
<td>Inculcating Creativity in the Curricula of Technical Education</td>
<td>Integrating Technology into Teaching and Learning</td>
<td>SETRAD, Bharathi-dasan University</td>
<td>February, 2002</td>
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<td>3.</td>
<td>An Analysis on Nurturing Creativity through Online Learning</td>
<td>Challenges to Quality Education</td>
<td>V.O.C. College of Education, Tuticorin</td>
<td>September, 2003</td>
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<td>4.</td>
<td>Creativity as a Tool for Teacher Education</td>
<td>Academic Staff Colleges- Enhancing their Impacts</td>
<td>Academic Staff College, Pondicherry University</td>
<td>December, 2003</td>
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<td>5.</td>
<td>Tuning Technical Teacher Education to Nurture the Most Creative Technical Students</td>
<td>Indian Approaches To Teacher Education</td>
<td>Pondicherry Psychology Association</td>
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<td>7.</td>
<td>Wireless Local Area Network as an Efficient Creativity Support System</td>
<td>National Conference on Wireless Networks</td>
<td>Sri Venkateswaran College of Engineering</td>
<td>February, 2004</td>
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<td>8.</td>
<td>Innovation as a Key factor for Business Excellence</td>
<td>Applying Creativity &amp; Systems Thinking</td>
<td>West Bengal University of Technology &amp; CSI, Kolkata.</td>
<td>April, 2004</td>
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<td>11.</td>
<td>Illogical Computing as an Essential Element of Computer Education</td>
<td>Recent Trends in Digital Image Processing, DIPA</td>
<td>Yadava College, Madurai</td>
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<td>Creativity as an Important Component of Technical Education</td>
<td>National Symposium</td>
<td>ISTE, Netaji Subhas Inst. of Technology, New Delhi</td>
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<td>13.</td>
<td>Innovation as an Efficient Means for Women Entrepreneurship</td>
<td>UGC Sponsored National Conference</td>
<td>Barathidasan University, Trichy</td>
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<td>18.</td>
<td>Illogical Computing as an Important Component of Computer to Clear Turing’s Test</td>
<td>National Conference on Communication &amp; Informatics</td>
<td>Sri Venkateswara College of Engineering</td>
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<td>19.</td>
<td>Creativity as an Efficient Device for Global Value Creation</td>
<td>ANVESH : Nirma Conference for Doctoral Students on ‘Challenges to Value Creation : Reinventing People, Processes and Technology’</td>
<td>Nirma Institute of Management, Nirma University, Ahmedabad, Gujarat</td>
<td>March, 2005</td>
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<td>4.</td>
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<td>8.</td>
<td>Importance of Incorporating Illogical computing to clear Turing's Test</td>
<td>ITM International Conference</td>
<td>ITM Academy, Orlando, Florida, USA</td>
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<td>11.</td>
<td>Virtual Organizations</td>
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